

Remarks

The present invention is particularly applicable to small cabinetmakers of which there are reportedly over 6,000 in the United States. Such tradesmen typically operate small woodworking shops, designing, fabricating and selling various cabinetry, usually kitchen cabinets. They often utilize machinery including CNC routers to cut, route, drill and perform other woodworking functions to produce pieces which are assembled to form various forms of cabinetry, provide finishes to the assembled units and further provide various forms of hardware including handles, pulls, catches, knobs, hinges, stops and drawer slides. More recently, such cabinetmakers have begun the practice of acquiring software packages for designing cabinetry and operating woodworking machinery for producing pieces to be assembled in forming cabinetry. In acquiring such software, it has been the common practice for cabinetmakers to license such software which has been fairly expensive often costing in excess of \$10,000.00 and as high as \$25,000.00.

As distinguished from the prior art practice and any method disclosed or taught in any of the prior art references, the claimed invention comprises a method of a distributor providing to prospective users, software free of charge which may be installed in the user's personal computer, permitting the user to custom design cabinetry, display such cabinetry to prospective purchasers, produce layout drawings and manufacturing information, produce CNC code required to operate CNC woodworking machinery and generate purchase orders for hardware used in the manufacture of cabinetry, over the internet.

It is submitted that U.S. Patent Application Publication No. 2002/0093538 to Carlin neither discloses nor teaches the method as broadly described above and specifically recited in Applicant's claims. The Carlin Patent does not provide for the furnishing of software by a distributor to a user to be installed and run on the personal computer of the user to custom design anything, display any product to any prospective customer, produce layout drawings and manufacturing information for any product, produce any CNC code required to operate a CNC machine for manufacturing a product or generate purchase orders to the distributor of the software for the purchase of parts used in the manufacture of the designed product. In contrast, Carlin discloses a method in which certain data corresponding to a scene

such as a room and objects such as furniture is downloaded by a user on his client computer from a server computer, and the user configures the personal placements and orientations of the objects with respect to the scene on the client computer and communicates such images to the server computer over the internet which then communicates back to the client computer, a display of a photorealistically rendered, three-dimensional, high-resolution composite image for use of the user. In this regard, it is to be noted that no application software is installed and run on the client computer but instead on the server computer which performs the principal function of producing and transmitting to the client computer a three dimensional, high-resolution composite image of objects in a scene.

The Examiner's attention generally is invited to Paragraph [0054] of the Carlin Patent which states:

In simplest terms, the present and related inventions contemplate that (i) certain image selection, specification and manipulation tools like as and/or including Web3D and room layout tools, and (ii) a system of model and texture pairs (high and low resolution) are made available across a communications network, typically the Internet, to a typically modest, user/viewer/client/prospective purchaser, computer system running, most commonly, a browser program with a plug-in module. This client system manipulates only modestly-sized, low resolution, (3D) objects and textures.

and more specifically to Paragraphs [0126] through [0129] which state:

In the method the client computer receives from the graphics server computer across the digital communications network a catalog of small, low-resolution, 3D graphics models that may be downloaded from the server computer for selected (i) objects and (ii) specified scenes in which the objects may exist.

The client computer selects objects from the catalog, and specifies at least one scene; communicates these selections and specification to the server computer; and then downloads the selected object and scene models from the server computer across the communications network.

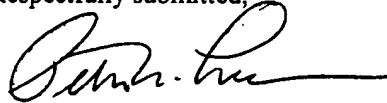
The client computer then manipulates the received models to derived spatial positions and orientations of objects within a scene model, and communicates these object positional placements and orientations across the communications network to the graphics server computer.

Finally the client computer (1) receives back from the graphics server computer upon the digital communications network a 3D high-resolution composite image of the objects in the scene, which image photorealistically-rendered by the graphics server computer from (i) the received object positional placements and orientations, and (ii) associated large high-resolution 3D models of the objects and of the scene, and (2) displays this photorealistically-rendered 3D high-resolution composite image.

It thus would appear apparent that Carlin neither teaches nor discloses the method as recited in Applicant's claims.

In view of the foregoing, it respectfully is requested that the rejection of Applicant's claims be withdrawn, such claims be allowed and that the application be passed to issue. The Commissioner is hereby authorized to charge any underpayment of fees or credit any overpayment of fees in connection with this communication to Deposit Account 19-4375.

Respectfully submitted,



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